

PRACTICAL 8:

Objective: Write a program to create a frame using AWT. Implement mouseClicked(), mouseEntered() and mouseExited() events such that:

- Size of the frame should be tripled when mouse enters it
- Frame should reduce to its original size when mouse is clicked in it
- Close the frame when mouse exits it Code

Code:

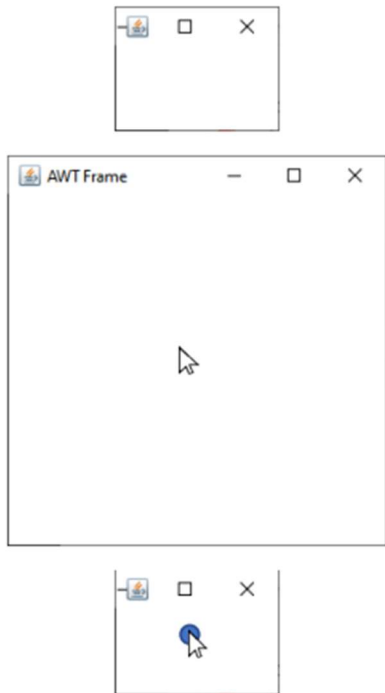
```
import java.awt.*;
import java.awt.event.*;
public class PracEight extends Frame implements MouseListener {
    final int length = 100;
    final int breadth = 100;
    PracEight() {
        super("AWT Frame");
        this.setSize(this.length, this.breadth);
        this.setLayout(null);
        this.setVisible(true);
        this.addMouseListener(this);
        this.addWindowListener(new WindowAdapter() {
            public void windowClosing(WindowEvent e) {
                dispose();
            }
        });
    }
    public static void main(String[] args) {
        new PracEight();
    }
    @Override
    public void mouseClicked(MouseEvent e) {
        this.setSize(this.length, this.breadth);
    }
    @Override
    public void mousePressed(MouseEvent e) {
    }
    @Override
    public void mouseReleased(MouseEvent e) {
    }
    @Override
    public void mouseEntered(MouseEvent e) {
        this.setSize(3 * this.length, 3 * this.breadth);
    }
}
```

```

}
@Override
public void mouseExited(MouseEvent e) {
    this.dispose();
}
}
}

```

OUTPUT:



PRACTICAL 9:

Objective: Using AWT, write a program to display a string in frame window with pink color as background.

Code:

```

import java.util.*;
import java.awt.*;
import java.awt.event.*;
public class PracNine extends Frame{
    Label l;
    PracNine(){
        super("AWT Pink");
        l = new Label("This is a Label");
    }
}

```

```

        i.setBounds(25,60,250,30);
        i.setAlignment(Label.CENTER);
        this.add(i);
        this.setSize(300,100);
        this.setLayout(new FlowLayout());
        this.setBackground(Color.pink);
        this.setVisible(true);
        this.addWindowListener(new WindowAdapter(){
            public void windowClosing(WindowEvent e) {
                dispose();
            }
        });
    }

    public static void main(String[] args){
        new PracNine();
    }
}

```

OUTPUT:



PRACTICAL 11:

Objective: Using AWT, write a program using appropriate adapter class to display the message ("Typed character is: X") in the frame window when user types any key.

Code:

```

import java.awt.*;
import java.awt.event.*;
class KbdAdapter extends KeyAdapter {
    Label l;
    KbdAdapter(Label l) {
        this.l = l;
    }
}

```

```

@Override
    public void keyTyped(KeyEvent e) {
        l.setText("Typed character is: " + e.getKeyChar());
    }
}

public class Main extends Frame {
    Label l;
    Main() {
        super("AWT Keyboard");
        l = new Label("");
        l.setBounds(25, 50, 250, 30);
        l.setAlignment(Label.CENTER);
        this.addKeyListener(new KbdAdapter(l));
        this.add(l);
        this.setSize(300, 110);
        this.setLayout(null);
        this.setVisible(true);
        this.addWindowListener(new WindowAdapter() {
            public void windowClosing(WindowEvent e) {
                dispose();
            }
        });
    }
    public static void main(String[] args) {
        new Main();
    }
}

```

OUTPUT:

